Evolves from Kadabra

Put Alakazam on the Stage 1 card

STAGE 2

Alakazam

80 HP

Psi Pokémon. Length: 4' 11", Weight: 106 lbs.

Pokémon Power: Damage Swap As often as you like during your turn *(before your attack)*, you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 30

weakness	resistance	retreat cost
		★ ★ ★

Its brain can outperform a supercomputer. Its [illegible] quotient is said to be 5000. LV. 42 #65

Ken [illegible] ©1995, 96 [illegible] Nintendo, Creatures, GAMEFREAK

Evolves from Wartortle

Put Blastoise on the Stage 1 card

STAGE 2

Blastoise

100 HP

Shellfish Pokémon. Length: 5' 3", Weight: 189 lbs.

Pokémon Power: Rain Dance As often as you like during your turn *(before your attack)*, you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

Hydro Pump Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count.

40+

weakness	resistance	retreat cost

A brutal Pokémon with pressurized water jets on its shell. They are used for high-speed tackles. LV. 52

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2/102 ★

Basic Pokémon

Chansey

120 HP

Egg Pokémon. Length: 3' 7", Weight: 76 lbs.

Scrunch Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. *(Any other effects of attacks still happen.)*

Double-edge Chansey does 80 damage to itself. 80

weakness	resistance	retreat cost
	-30	

A rare and elusive Pokémon that is said to bring happiness to those who manage to catch it. LV. 55 #113

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Evolves from Charmeleon Put Charizard on the Stage 1 card

STAGE 2

Charizard

120 HP

Flame Pokémon. Length: 5' 7", Weight: 200 lbs.

Pokémon Power: Energy Burn As often as you like during your turn *(before your attack)*, you may turn all Energy attached to Charizard into Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.

Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack. 100

weakness	resistance	retreat cost
	-30	

Spits fire that is hot enough to melt boulders. Known to unintentionally cause forest fires. LV. 76 #6

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102

Basic Pokémon

Clefairy

40 HP

Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.

Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.

Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. *(No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)*

weakness	resistance	retreat cost
	-30	

Its magical and cute appeal has many admirers. It is rare and found only in certain areas. LV. 14 #35

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Evolves from Magikarp Put Gyarados on the Basic Pokémon

STAGE 1

Gyarados

100 HP

Atrocious Pokémon. Length: 21' 4", Weight: 518 lbs.

Dragon Rage 50

Bubblebeam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 40

weakness	resistance	retreat cost
	-30	

Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage. LV. 41 #130

Illus. Mitsuhiro Arita ©1995, 96 Nintendo, Creatures, GAMEFREAK. ©1995, 96 Wizards.

Basic Pokémon

Hitmonchan

70 HP

Punching Pokémon. Length: 4' 7", Weight: 111 lbs.

Jab 20

Special Punch 40

weakness | resistance | retreat cost

While seeming to do nothing, it fires punches in lightning-fast volleys that are impossible to see. LV. 33 #107

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71/102 ★

STAGE 2

Evolves from Machoke

Put Machamp on the Stage 1 card

Machamp

100 HP

Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.

Pokémon Power: Strikes Back Whenever your opponent's attack damages Machamp *(even if Machamp is Knocked Out)*, this power does 10 damage to the attacking Pokémon. *(Don't apply Weakness and Resistance.)* This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks.

Seismic Toss 60

weakness	resistance	retreat cost

Using its amazing muscles, it throws powerful punches that can knock its victim clear over the horizon. LV. 67

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STAGE 1 *Evolves from Magnemite* Put Magneton on the Basic Pokémon

Magneton 60 HP

Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.

Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 30

Selfdestruct Does 20 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magneton does 80 damage to itself. 80

weakness	resistance	retreat cost

Formed by several Magnemites linked together. It frequently appears when sunspots flare up. LV. 28 #82

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Basic Pokémon

Mewtwo

60 HP

Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.

Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. 10+

Barrier Discard 1 Energy card attached to Mewtwo in order to use this attack. During your opponent's next turn, prevent all effects of attacks, including damage, done to Mewtwo.

weakness | resistance | retreat cost

A scientist created this Pokémon after years of horrible gene splicing and DNA engineering experiments. LV. 53 #/50

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10/102 ★

STAGE 2 *Evolves from Nidorino* Put Nidoking on the Stage 1 card

Nidoking

90 HP

Drill Pokémon. Length: 4' 7", Weight: 137 lbs.

Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Nidoking does 10 damage to itself — 30+

Toxic The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn *(even if it was already Poisoned)*. — 20

weakness	resistance	retreat cost
		★ ★ ★

Uses its powerful tail in battle to smash, constrict, then break its prey's bones. LV. 48 #34

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Evolves from Vulpix

Put Ninetales on one Basic Pokémon

STAGE 1

Ninetales

80 HP

Fox Pokémon. Length: 3' 7", Weight: 44 lbs.

Lure If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

Fire Blast Discard 1 Energy card attached to Ninetales in order to use this attack. 80

weakness	resistance	retreat cost

Very smart and very vengeful. Grabbing one of its tails could result in a 1,000-year curse. LV. 32 #38

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Evolves from Poliwhirl

Put Poliwrath on the Stage 1 card

STAGE 2

Poliwrath

90 HP

Tadpole Pokémon. Length: 4' 3", Weight: 119 lbs

Water Gun Does 30 damage plus 10 more damage for each Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 30+

Whirlpool If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. 40

weakness | resistance | retreat cost

An adept swimmer at both the front crawl and bre[illegible]. Easily overtakes the best human swimmers. Lv. [illegible]

Illus. Ken Sugimori ©1995 [illegible] Creatures, ©[illegible] 13/102 ★

Evolves from Pikachu

Put Raichu on the Basic Pokémon

STAGE 1

Raichu

80 HP

Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. 20

Thunder Flip a coin. If tails, Raichu does 30 damage to itself. 60

weakness	resistance	retreat cost

Its long tail serves as a ground to protect itself from its own high-voltage power. LV. 40 #26

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STAGE 2

Evolves from Ivysaur

Put Venusaur on the Stage 1 card

Venusaur

100 HP

Seed Pokémon. Length: 6' 7", Weight: 221 lbs.

Pokémon Power: Energy Trans As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

Solarbeam 60

weakness

resistance

retreat cost

This plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight. LV. 67 #3

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Basic Pokémon

Zapdos

90 HP

Electric Pokémon. Length: 5' 3", Weight: 116 lbs.

Thunder Flip a coin. If tails, Zapdos does 30 damage to itself — 60

Thunderbolt Discard all Energy cards attached to Zapdos in order to use this attack. — 100

weakness	resistance	retreat cost
	-30	

A legendary bird Pokémon said to appear from clouds while wielding enormous lightning bolts. LV. 64 #145

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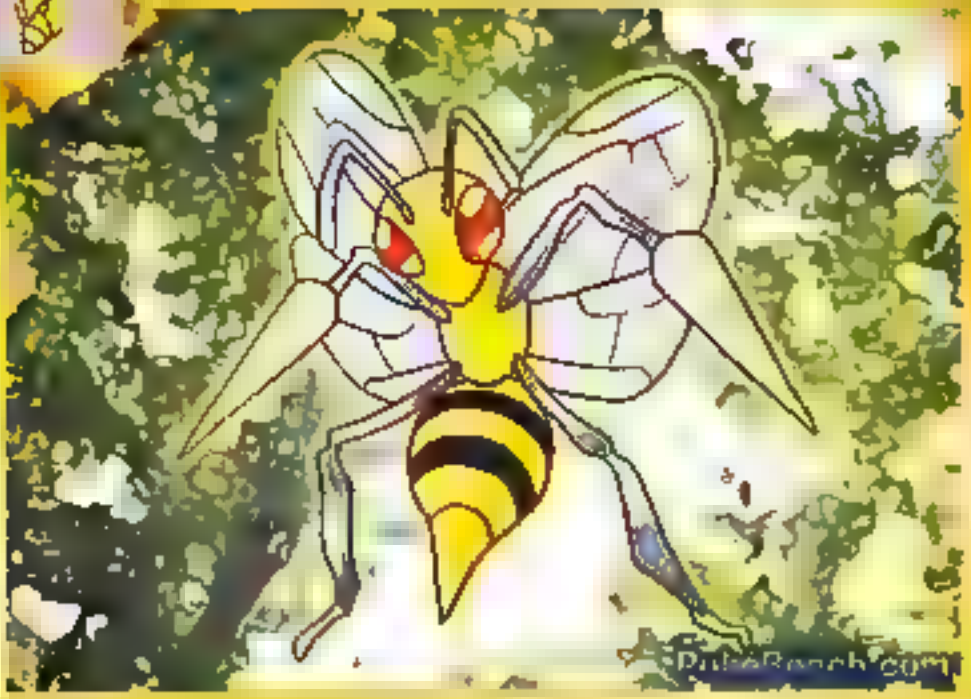
Evolves from Kakuna

Put Beedrill on the Stage 1 card

STAGE 2

Beedrill

80 HP



Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.

Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. **40**

weakness	resistance	retreat cost
	-30	

Flies at high speed and attacks using the large, venomous stingers on its forelegs and tail. LV 32 #15

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17/102 ★

Evolves from Dratini Put Dragonair on the Basic Pokémon

STAGE 1

Dragonair

80 HP

Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.

Slam Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

Hyper Beam If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. **20**

weakness	resistance	retreat cost
	-30	

A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions. LV. 33 #148

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Evolves from Diglett

Put Dugtrio on one Basic Pokémon

STAGE 1

Dugtrio

70 HP

Mole Pokémon. Length: 2' 4", Weight: 73 lbs.

Slash 40

Earthquake Does 10 damage to each of your own Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* 70

weakness	resistance	retreat cost
	-30	

A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground. LV. 36 #51

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Basic Pokémon

Electabuzz

70 HP

Electric Pokémon. Length: 3' 7", Weight: 66 lbs.

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. — 10

Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Electabuzz does 10 damage to itself. — 30+

weakness	resistance	retreat cost

Normally found near power plants, it can wander away and cause major blackouts in cities. LV. 35 #125

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Evolves from Voltorb Put Electrode on the Basic Pokémon

Electrode

80 HP

Ball Pokémon. Length: 3' 11", Weight: 147 lbs.

Pokémon Power: Buzzap At any time during your turn *(before your attack)*, you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. This power can't be used if Electrode is Asleep, Confused, or Paralyzed.

Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself. 50

weakness	resistance	retreat cost

It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101

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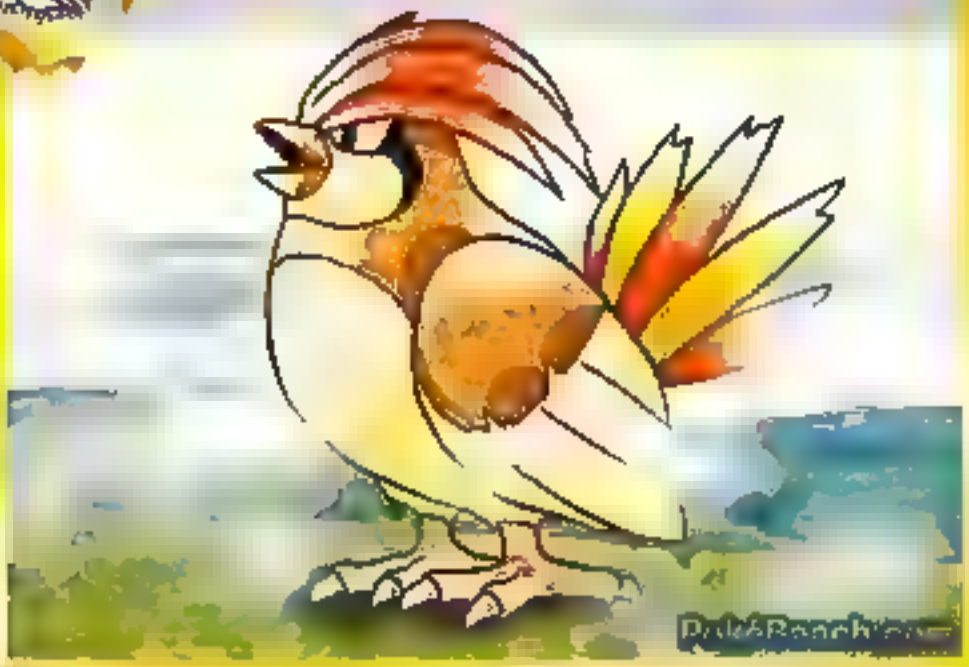
Evolves from Pidgey

Put Pidgeotto on the Basic Pokémon

STAGE 1

Pidgeotto

60 HP



Bird Pokémon. Length: 3' 7", Weight: 66 lbs.

Whirlwind If your opponent has any Benched Pokemon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* 20

Mirror Move If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.

weakness	resistance	retreat cost
	-30	

Very protective of its sprawling territory, this Pokémon will fiercely peck at any intruder. LV. 36 #17

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Evolves from Growlithe

Put Arcanine on the Basic Pokémon

STAGE 1

Arcanine

100 HP

Legendary Pokémon. Length: 6' 3", Weight: 342 lbs.

Flamethrower Discard 1 Energy card attached to Arcanine in order to use this attack. 50

Take Down Arcanine does 30 damage to itself. 80

weakness | resistance | retreat cost

A Pokémon that has been long admired for its beauty. It runs gracefully, as if on wings. LV. 45 #59

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23/102

Evolves from Charmander Put Charmeleon on the Basic Pokémon

STAGE 1

Charmeleon

80 HP

Flame Pokémon. Length: 3' 7", Weight: 42 lbs.

Slash 30

Flamethrower Discard 1 Energy card attached to Charmeleon in order to use this attack. 50

weakness	resistance	retreat cost

When it swings its burning tail, it raises the temp... to unbearably high levels. LV. 32 #5

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Evolves from Seel

Put Dewgong on the Basic Pokémon

Dewgong

80 HP

Sea Lion Pokémon. Length: 5' 7", Weight: 265 lbs.

Aurora Beam 50

Ice Beam 30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

Stores thermal energy in its body. Swims at a steady pace even in intensely cold waters. LV. 42 #87

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25/102

Basic Pokémon

Dratini

40 HP

Dragon Pokémon. Length: 5' 11", Weight: 7 lbs.

Pound 10

weakness	resistance	retreat cost
	-30	

Long considered a mythical Pokémon until recently, when a small colony was found living underwater. LV. 10 #147

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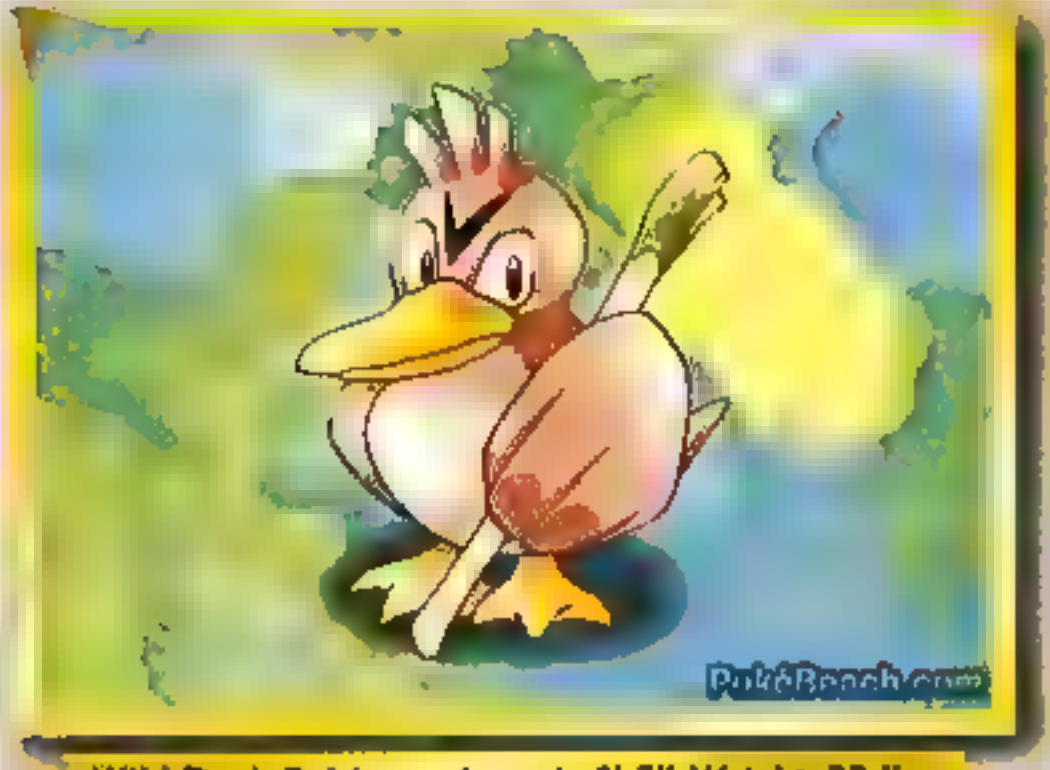
Basic Pokémon

Farfetch'd

50 HP



Wild Duck Pokémon. Length: 2' 7", Weight: 33 lbs.

Leek Slap Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play *(even putting Farfetch'd on the Bench won't let you use it again)*. 30

Pot Smash 30

weakness	resistance	retreat cost
	-30	

The sprig of green onions it holds is its weapon. This sprig is used much like a metal sword. LV. 20 #83

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Basic Pokémon

Growlithe

Puppy Pokémon Length: 2' 4", Weight: 42 lbs.

Flare 20

weakness resistance retreat cost

Very protective of its territory. It will bark and bite to repel intruders from its space. LV. 18 #58

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Evolves from Gastly

Put Haunter on the Basic Pokémon

STAGE 1

Haunter

Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.

Hypnosis The Defending Pokémon is now Asleep.

Dream Eater You can't use this attack unless the Defending Pokémon is Asleep. **50**

weakness	resistance	retreat cost
	-30	

Because of its ability to slip through block walls, it may be from another dimension. LV. 22 #93

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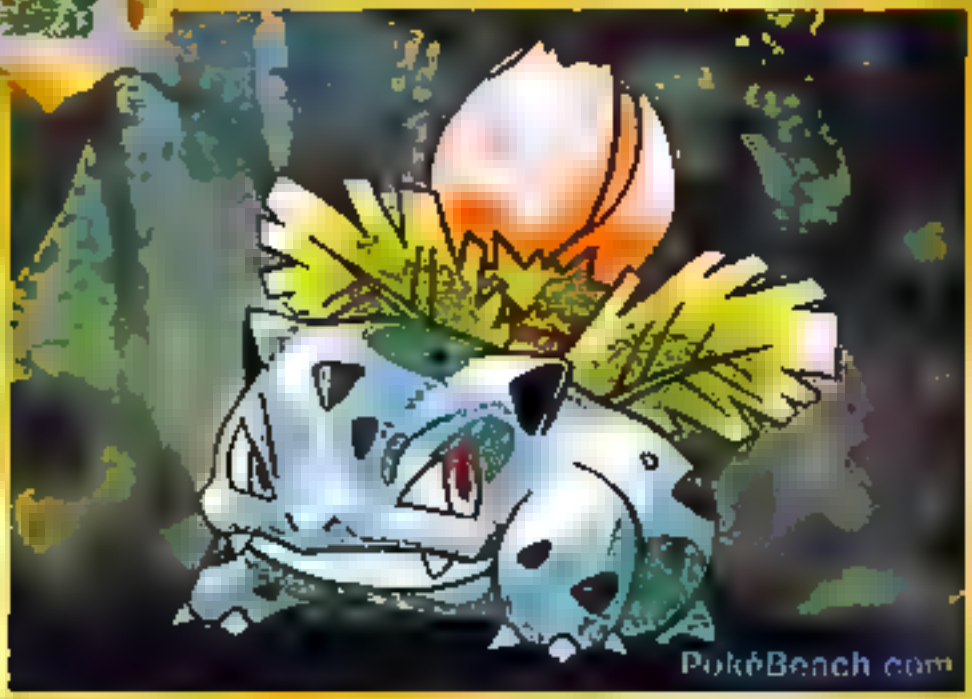
Evolves from Bulbasaur

Put Ivysaur on the Basic Pokémon

STAGE 1

Ivysaur

60 HP



Seed Pokémon. Length: 3' 3", Weight: 29 lbs.

Vine Whip 30

Poisonpowder 20

The Defending Pokémon is now Poisoned

weakness	resistance	retreat cost

When the bulb on its back grows large, the Pokémon seems to lose the ability to stand on its hind legs. LV. 20 #2

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30/102

Basic Pokemon

Jynx

70 HP

Human Shape Pokemon. Length: 4' 7", Weight: 90 lbs.

Doubleslap Flip 2 coins. This attack does 10 damage times the number of heads. 10x

Meditate Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon. 20+

weakness | resistance | retreat cost

Merely by meditating, the Pokemon launches a psychic energy attack. LV 23 #124

Ken ©1995, 96 Nintendo, Creatures, GAMEFREAK

Evolves from Abra

Put Kadabra on the Basic Pokémon

STAGE 1

Kadabra

Psi Pokémon. Length: 4' 3", Weight: 125 lbs.

Recover Discard 1 Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra.

Super Psy 50

weakness

resistance

retreat cost

It emits special alpha waves from its body that cause headaches even to those just nearby. LV. 38

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Evolves from Weedle

Put Kakuna on the Basic Pokémon

STAGE 1

Kakuna

80 HP

Cocoon Pokémon. Length: 2' 0", Weight: 22 lbs.

Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. *(Any other effects of attacks still happen.)*

Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20

weakness	resistance	retreat cost

Almost incapable of moving, this Pokémon can only harden its shell to protect itself from predators. LV. 25 #14

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Evolves from Machop

Put Machoke on the Basic Pokémon

STAGE 1

Machoke

80 HP

Superpower Pokémon. Length. 4' 11", Weight: 155 lbs.

Karate Chop Does 50 damage minus 10 damage for each damage counter on Machoke — 50-

Submission Machoke does 20 damage to itself — 60

weakness	resistance	retreat cost

Its muscular body is so powerful that it must wear a power-save belt to help regulate its motions. LV 40 #67

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Basic Pokémon

Magikarp

30 HP

Fish Pokémon. Length: 2' 11", Weight: 22 lbs.

Tackle 10

Flail Does 10 damage times the number of damage counters on Magikarp. 10x

weakness | resistance | retreat cost

In the distant past, it was stronger than its horribly weak descendants that exist today. LV. 8 #129

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Basic Pokémon

Magmar

50 HP

Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.

Fire Punch 30

Flamethrower Discard 1 Energy card attached to Magmar in order to use this attack. 50

weakness | resistance | retreat cost

Its body always burns with an orange glow that enables it to hide perfectly among flames. LV. 24 #126

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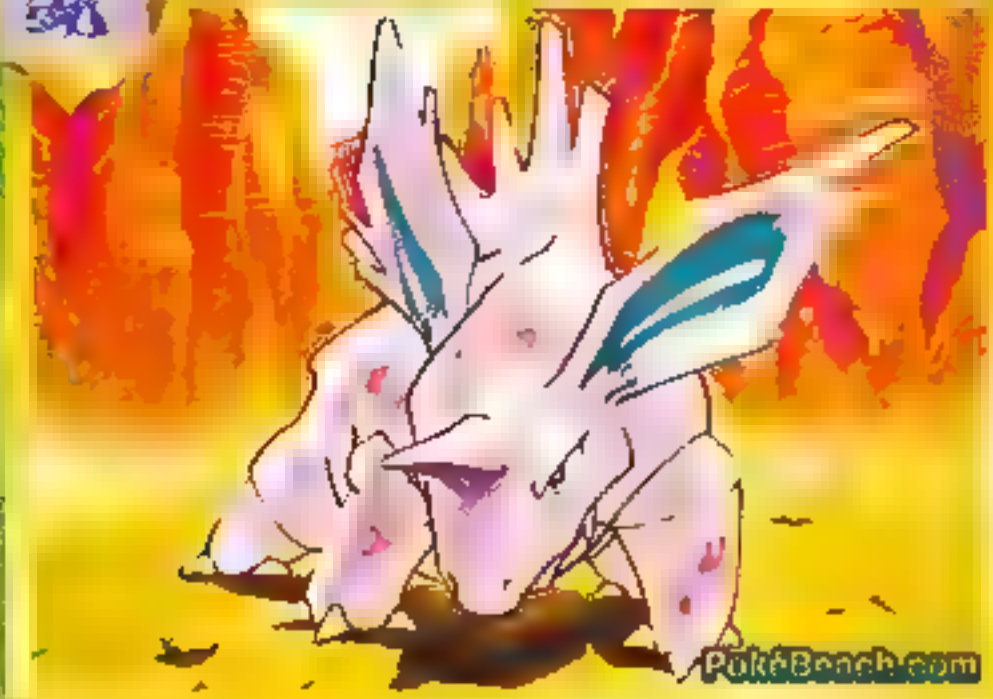
Evolves from Nidoran ♂ Put Nidorino on the Basic Pokémon

STAGE 1

Nidorino

60 HP



Poison Pin Pokémon. Length. 2' 11", Weight: 43 lbs.

Double Kick Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

Horn Drill **50**

weakness	resistance	retreat cost

An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom. LV. 25 #33

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Evolves from Poliwag

Poliwhirl

60 HP

Tadpole Pokémon. Length: 3' 4", Weight: 44 lbs.

Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Doubleslap Flip 2 coins. This attack does 30 damage times the number of heads. 30×

weakness | resistance | retreat cost

Capable of living in or out of water. When out of water, it sweats to keep its body slimy. LV. 28 #61

Illus. Ken Sugimori

38/102

Basic Pokémon

Porygon

30 HP

Virtual Pokémon. Length. 2' 7", Weight: 80 lbs.

Conversion 1 If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless

Conversion 2 Change Porygon's Resistance to a type of your choice other than Colorless.

weakness	resistance	retreat cost
	-30	

A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace. LV. 12 #137

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Evolves from Rattata

Put Raticate on the Basic Pokémon

Raticate

60 HP

PokéBeach.com

Rat Pokémon. Length: 2' 4", Weight: 41 lbs.

Bite 20

Super Fang Does damage to the Defending Pokemon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10). ?

weakness	resistance	retreat cost
	-30	

It uses its whiskers to maintain its balance. It seems to slow down if they are cut off. LV. 41 #20

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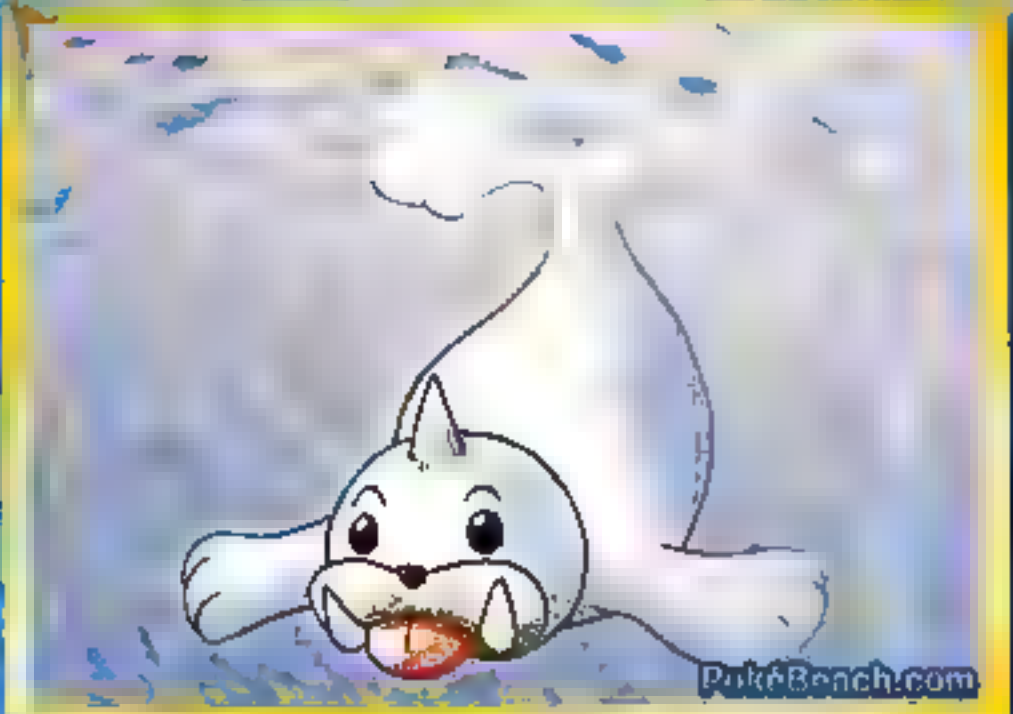
Basic Pokémon

Seel

60 HP



Sea Lion Pokémon. Length: 3' 7", Weight: 198 lbs.

Headbutt 10

weakness	resistance	retreat cost
⚡		★

The protruding horn on its head is very hard. This horn is used for bashing through thick ice. LV. 12 #86

Evolves from Squirtle

Put Wartortle on the Basic Pokémon

STAGE 1

Wartortle

70 HP

Turtle Pokémon. Length: 3' 3", Weight: 50 lbs.

Withdraw Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. *(Any other effects of attacks still happen.)*

Bite 40

weakness | resistance | retreat cost

Often hides in water to stalk unwary prey. When [illegible] quickly, it moves its ears to maintain balance. [illegible]

Ken Sugimori [illegible] Creatures [illegible] 42/102

Basic Pokémon

Abra

30 HP

Psi Pokémon. Length: 2' 11", Weight: 43 lbs.

Psyshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed — 10

weakness | resistance | retreat cost

Using its ability to read minds, it will identify approaching danger and teleport to safety. LV. 10 #63

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Basic Pokémon

Bulbasaur

40 HP

Seed Pokémon. Length: 2' 4", Weight: 15 lbs.

Leech Seed Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

20

weakness	resistance	retreat cost

A strange seed was planted on its back at birth. Thus, a plant sprouted and now grows with this Pokémon. LV. 13 #1

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Basic Pokémon

Caterpie

40 HP

PokéBeach.com

Worm Pokémon. Length. 1' 0", Weight: 6 lbs.

String Shot Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

weakness	resistance	retreat cost

Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls. LV. 13 #10

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Basic Pokémon

Charmander

Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.

Scratch 10

Ember Discard 1 Energy card attached to Charmander in order to use this attack. 30

weakness	resistance	retreat cost

Obviously prefers hot places. If it gets caught in the rain, steam is said to spout from the tip of its tail.

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Basic Pokémon

Diglett

30 HP

Mole Pokémon. Length: 0' 8", Weight: 2 lbs.

	Dig	10
	Mud Slap	30

weakness	resistance	retreat cost
	-30	

Lives about three feet underground, where it feeds on plant roots. It sometimes appears above ground. LV. 8 #50

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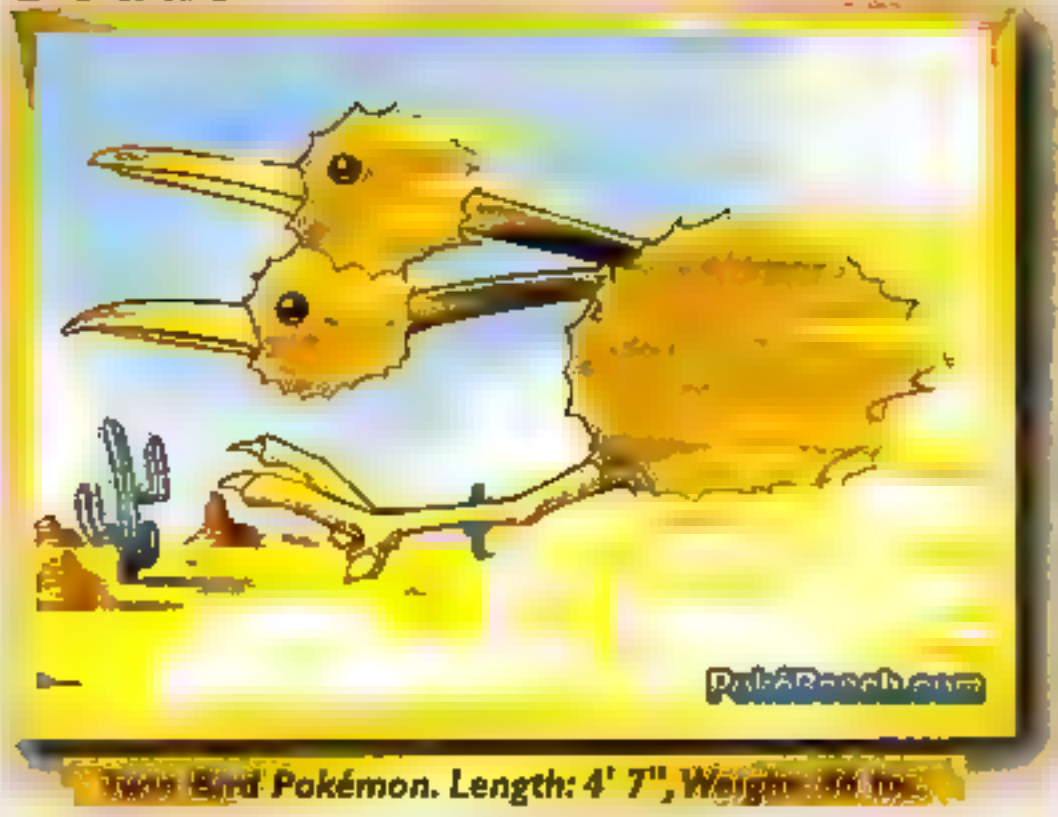
Basic Pokémon

Doduo

50 HP



Twin Bird Pokémon. Length: 4' 7", Weight: 86 lb.

Fury Attack Flip 2 coins. This attack does 10 damage times the number of heads. 10x

weakness	resistance	retreat cost
	-30	

A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints. LV. 10 #84

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Basic Pokemon

Drowzee

50 HP

Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.

Pound 10

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness | resistance | retreat cost

Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams. LV. 12 #96

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Basic Pokémon

Gastly

30 HP

Gas Pokemon. Length 4' 3", Weight: 0.2 lbs.

Sleeping Gas Flip a coin. If heads, the Defending Pokémon is now Asleep.

Destiny Bond Discard Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.

weakness	resistance	retreat cost
	-30	

Almost invisible, this gaseous Pokémon cloaks the [illegible] and puts it to sleep without notice. LV. 8 #92

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Basic Pokémon

Koffing

50 HP

Poison Gas Pokémon. Length: 2' 0", Weight: 2 lbs.

Foul Gas Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused. 10

weakness | resistance | retreat cost

Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. LV. 13 #109

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Basic Pokémon

Machop

50 HP

Superpower Pokemon. Length. 2' 7", Weight: 43 lbs.

Low Kick 20

weakness	resistance	retreat cost

Loves to build its muscles. It trains in all styles of martial arts to become even stronger. LV. 20 #66

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Basic Pokémon

Magnemite

40 HP

Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.

Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed — 10

Selfdestruct Does 10 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magnemite does 40 damage to itself — 40

weakness | resistance | retreat cost

Uses anti-gravity to stay suspended. Appears without warning and uses attacks like Thunder Wave. LV. 13 #81

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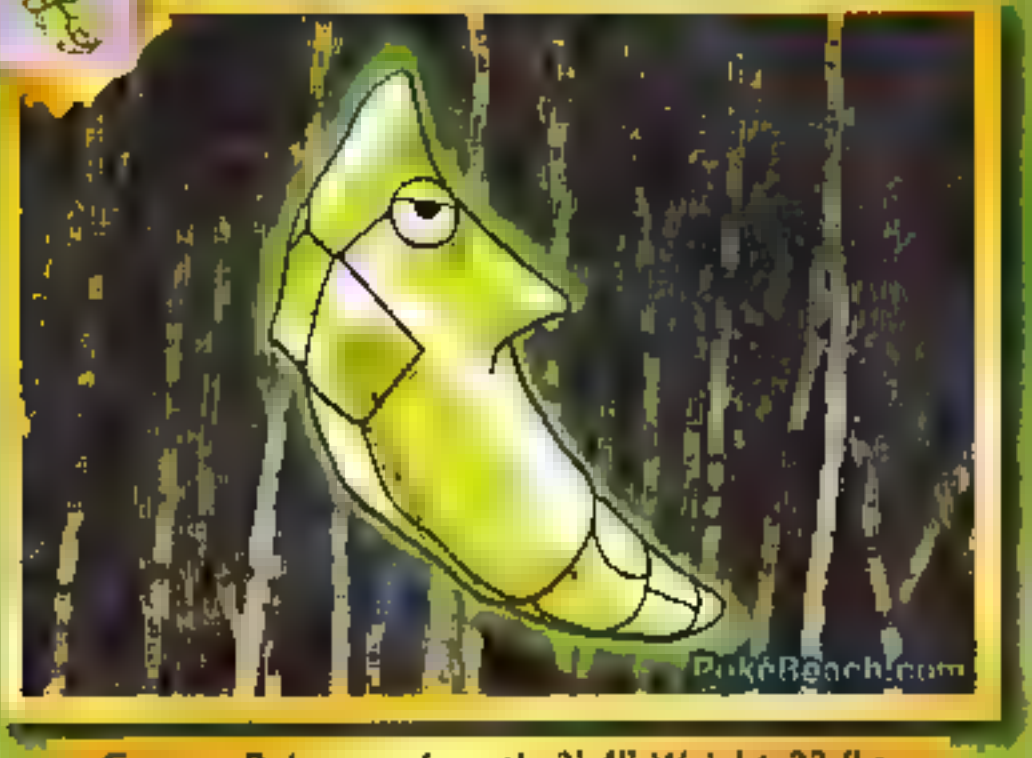
Evolves from Caterpie

Put Metapod on the Basic Pokémon

STAGE 1

Metapod

70 HP



Cocoon Pokemon. Length. 2' 4", Weight. 22 lbs.

Stiffen Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn *(Any other effects of attacks still happen.)*

Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness	resistance	retreat cost

It is vulnerable to attack because its shell is soft, exposing its weak and tender body. LV. 21 #11

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Basic Pokémon

Nidoran ♂

40 HP

Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

Horn Hazard Flip a coin. If tails, this attack does nothing. 30

weakness	resistance	retreat cost

Stiffens its ears to sense danger The larger, more powerful of its horns secretes venom. LV 20 #32

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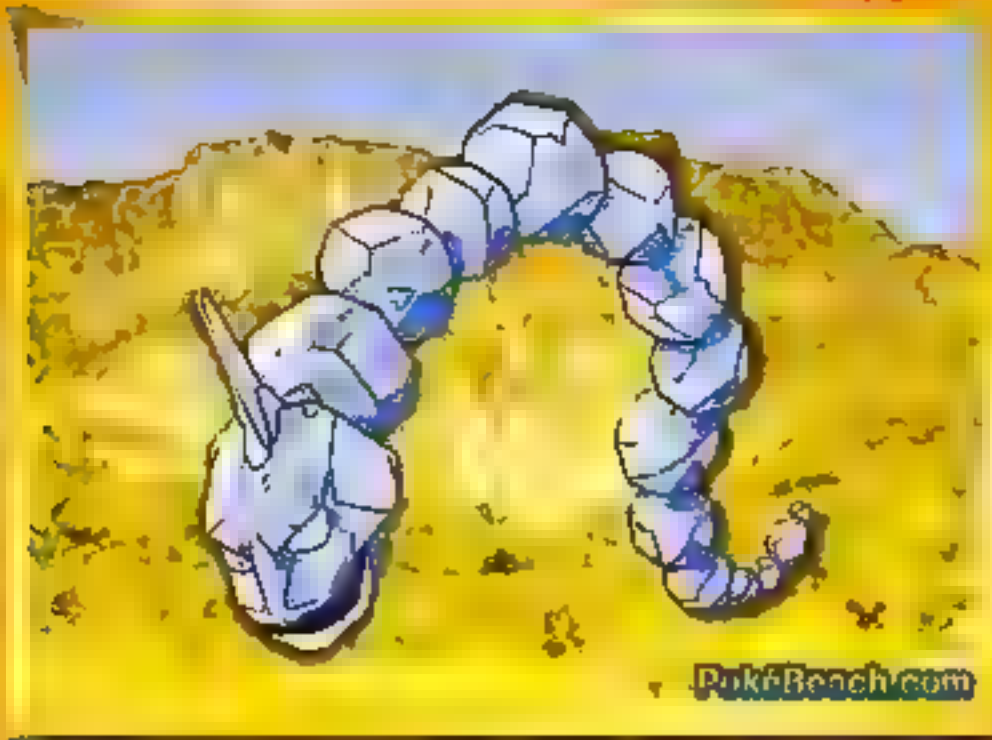
Basic Pokémon

Onix

90 HP



Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.

Rock Throw 10

Harden During your opponent's next turn, whenever 30 or less damage is done to Onix *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)*

weakness | resistance | retreat cost

As it grows, the stone portions of its body harden to become similar to a diamond, though colored black. LV. 12

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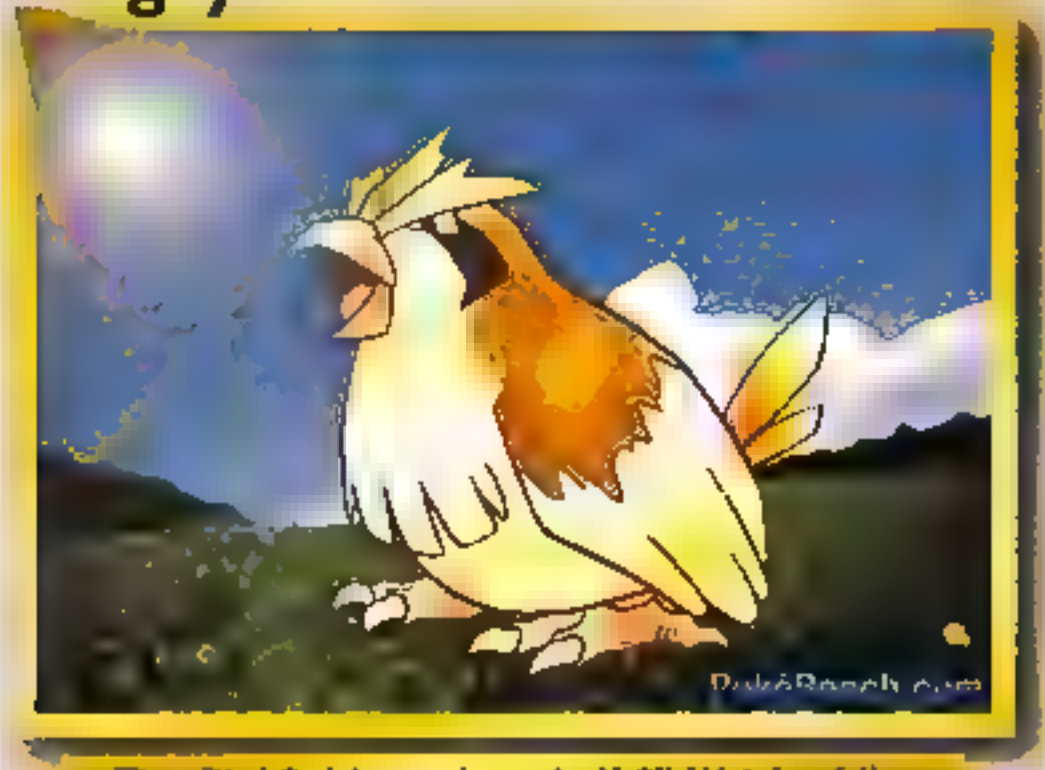
Basic Pokémon

Pidgey

40 HP



Tiny Bird Pokémon. Length. 1' 0", Weight: 4 lbs.

Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)*

10

weakness	resistance	retreat cost
	-30	

A common sight in forests and woods. It flaps its wings at ground level to kick up blinding sand. LV. 8 #16

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Basic Pokémon

Pikachu

40 HP

Mouse Pokémon. Length: 1' 4", Weight: [illegible] lbs.

Gnaw 10

Thunder Jolt Flip a coin. If tails, Pikachu does 10 damage to itself. 30

weakness | resistance | retreat cost

When several of these Pokémon gather, their electricity can cause lightning storms. LV. 12 #25

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Basic Pokémon

Poliwag

40 HP

Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.

Water Gun Does 10 damage plus 10 more damage for each Energy attached to Poliwag but not used to pay for this attack's Energy cost. Extra Energy after the 2nd don't count. 10+

weakness | resistance | retreat cost

Its newly grown legs prevent it from running. It appears to prefer swimming over trying to stand. LV. 13 #60

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Basic Pokémon

Ponyta

40 HP

Fire Horse Pokémon. Length: 3' 3", Weight: 66 lbs.

Smash Kick 20

Flame Tail 30

weakness | resistance | retreat cost

Its hooves are 10 times harder than diamonds. It can trample anything flat in moments. LV. 10 #77

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Basic Pokémon

Rattata

30 HP

Rat Pokémon. Length: 1' 0", Weight: 8 lbs.

Bite 20

weakness	resistance	retreat cost
	-30	

Bites anything when it attacks. Small and very quick, it is a common sight in many places. LV. 9 #19

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Basic Pokémon

Sandshrew

40 HP

Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.

Sand-attack If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 10

weakness	resistance	retreat cost
	-30	

Burrows deep underground in arid locations far from water. It only emerges to hunt for food. LV. 12 #27

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Basic Pokémon

Squirtle

40 HP

Tiny Turtle Pokémon. Length: 1' 8", Weight: 20 lbs.

Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Withdraw Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. *(Any other effects of attacks still happen.)*

weakness	resistance	retreat cost

After birth, its back swells and hardens into a shell. It powerfully sprays foam from its mouth. LV. 8 #7

Evolves from Staryu

Put Starmie onto Basic Pokémon

STAGE 1

Starmie

60 HP

Mysterious Pokémon. Length: 3' 7", Weight: 176 lbs.

Recover Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie

Star Freeze Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness | resistance | retreat cost

Its central core glows with the seven colors of the rainbow. Some people value this core as a gem. LV. 28 #121

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Basic Pokémon

Staryu

40 HP

Starshape Pokémon. Length: 2' 7", Weight: 76 lbs.

Slap 20

weakness | resistance | retreat cost

An enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle. LV. 15 #120

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Basic Pokémon

Tangela

50 HP

Vine Pokémon. Length: 3' 3", Weight: 77 lbs.

Bind Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

Poisonpowder The Defending Pokémon is now Poisoned. 20

weakness | resistance | retreat cost

Its whole body is swathed with wide vines that are similar to seaweed. These vines shake as it walks. LV. 8 #114

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Basic Pokémon

Voltorb

40 HP

Ball Pokémon. Length: 1' 8", Weight: 23 lbs.

Tackle 10

weakness	resistance	retreat cost

Usually found in power plants. Easily mistaken for a Poké Ball, it has zapped many people. LV. 10 #100

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Basic Pokémon

Vulpix

HP 30

Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness | resistance | retreat cost

At the time of birth, it has just one tail. Its tail splits from the tip as it grows older. LV. 11 #37

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Basic Pokémon

Weedle

40 HP

Hairy Bug Pokémon. Length. 1' 0", Weight: 7 lbs.

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned — 10

weakness	resistance	retreat cost

Often found in forests, eating leaves. It has a sharp, venomous stinger on its head. LV. 12 #13

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TRAINER

Clefairy Doll

10 HP

Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.

TRAINER

Computer Search

Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

TRAINER

Devolution Spray

Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).

TRAINER

Imposter Professor Oak

Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.

TRAINER

Item Finder

Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

TRAINER

Lass

You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks.

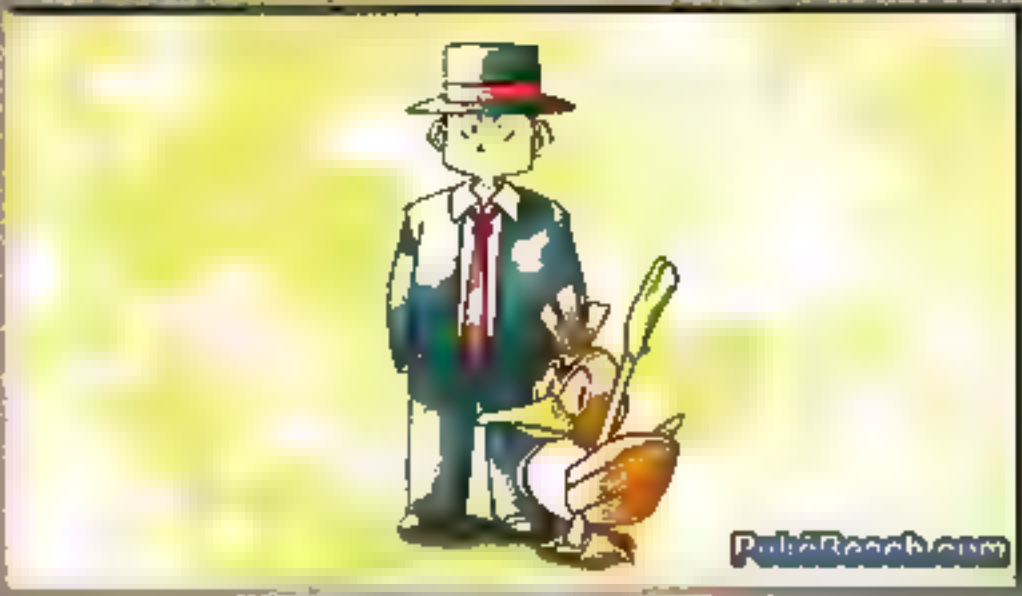
TRAINER

Pokémon Breeder

Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

TRAINER

Pokémon Trader



Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

TRAINER

Scoop Up

Choose 1 of your Pokémon in play and return its Basic Pokémon card to your hand. *(Discard all cards attached to that card.)*

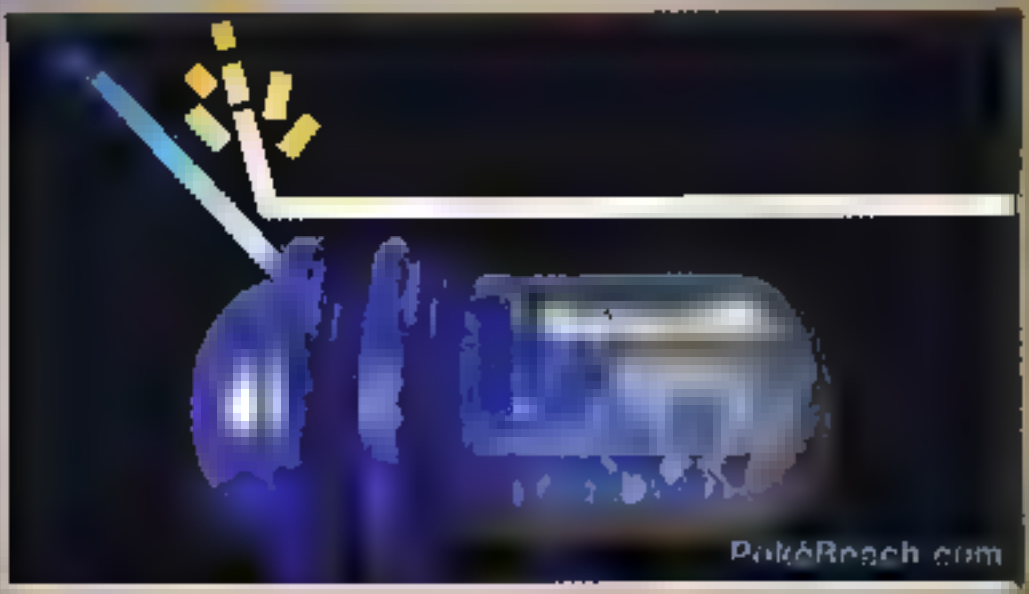
TRAINER

Super Energy Removal

Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

TRAINER

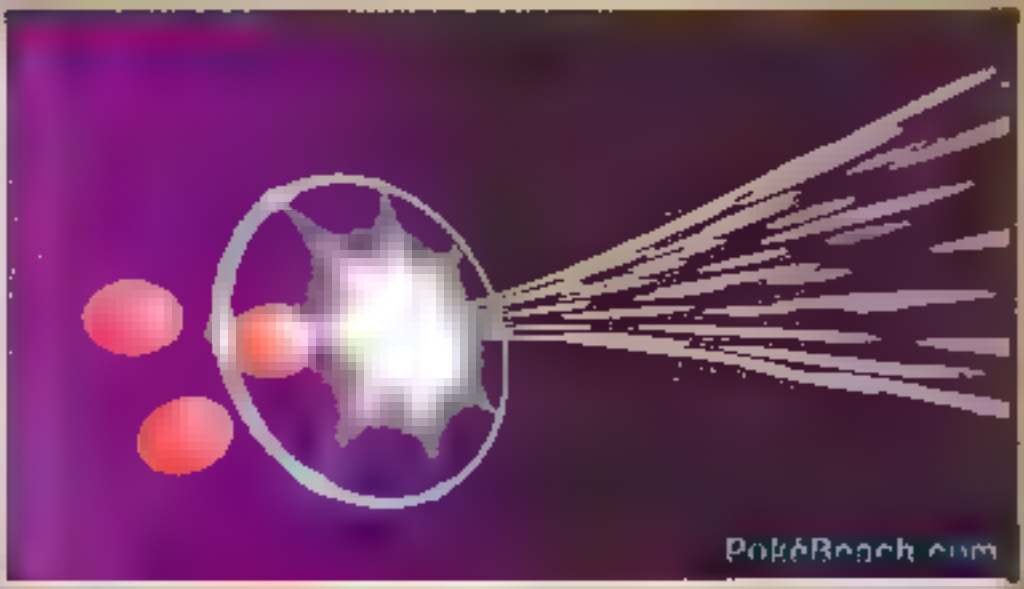
Defender



Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 *(after applying Weakness and Resistance)*.

TRAINER

Energy Retrieval



Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.

TRAINER

Full Heal

Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.

TRAINER

Maintenance

Shuffle 2 of the other cards from your hand into your deck in order to draw a card.

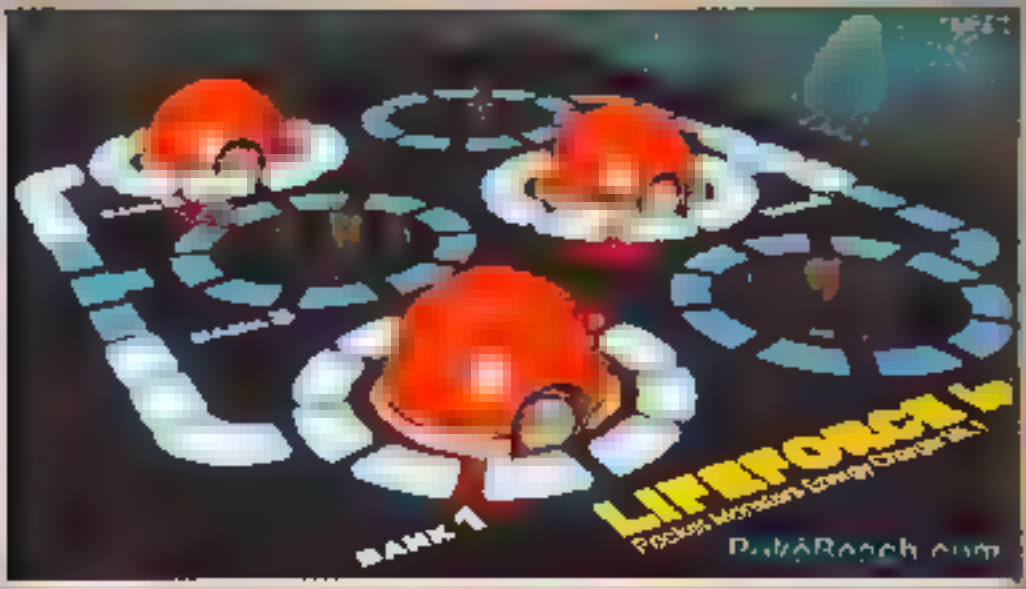
TRAINER

PlusPower

Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon *(after applying Weakness and Resistance)*, the attack does 10 more damage to the Defending Pokémon.

TRAINER

Pokémon Center



Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

TRAINER

Pokémon Flute

Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. *(You can't play Pokémon Flute if your opponent's Bench is full.)*

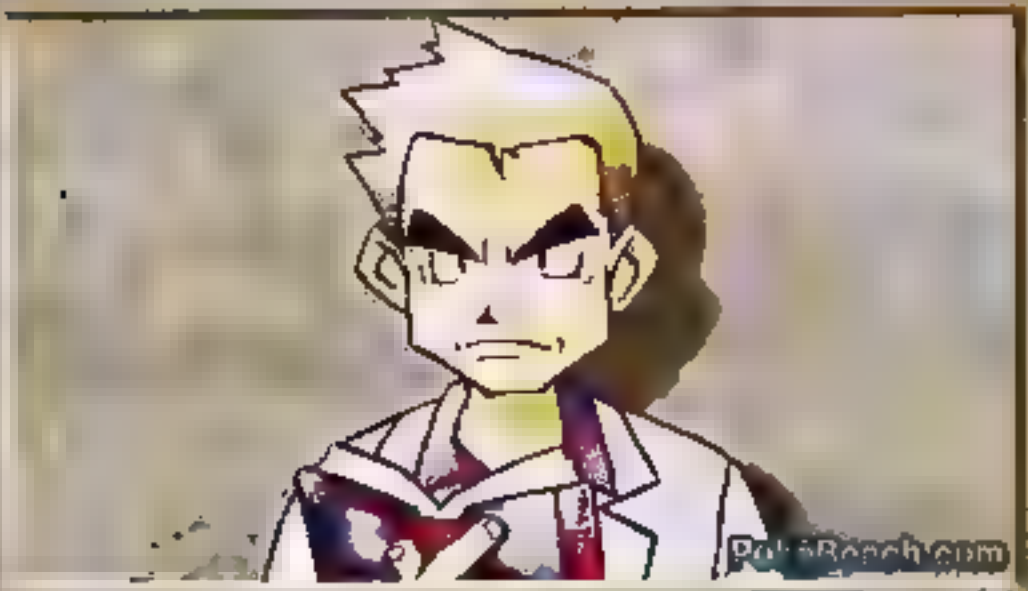
TRAINER

Pokédex

Look at up to 5 cards from the top of your deck and rearrange them as you like.

TRAINER

Professor Oak



Discard your hand, then draw 7 cards.

TRAINER

Revive

Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). *(You can't play Revive if your Bench is full.)*

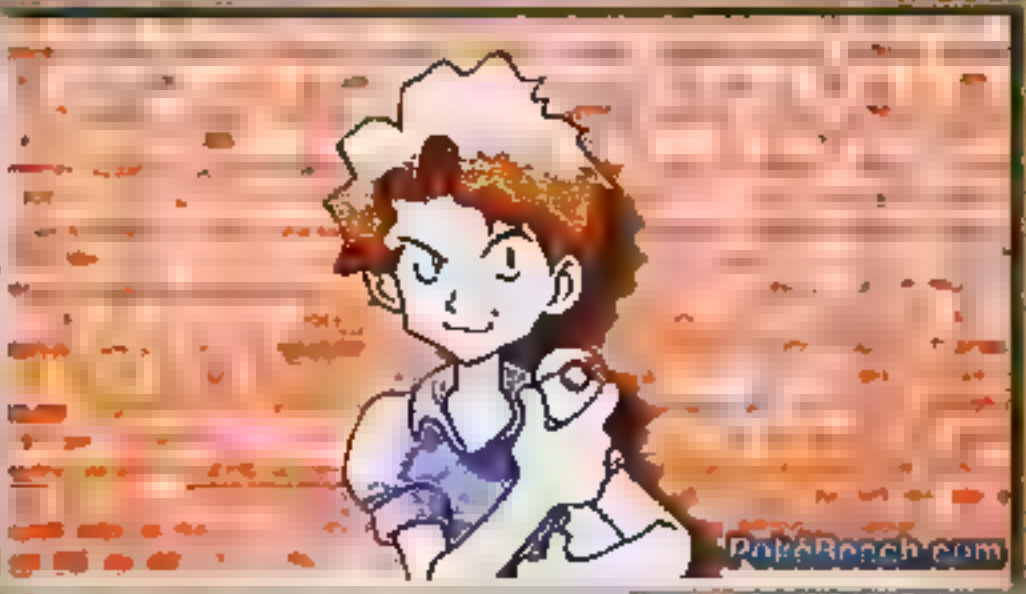
TRAINER

Super Potion

Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

TRAINER

Bill



Draw 2 cards.

TRAINER

Energy Removal

Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

TRAINER

Gust of Wind

Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.

TRAINER

Potion

Remove up to 2 damage counters from 1 of your Pokémon.

TRAINER

Switch

Switch 1 of your Benched Pokémon with your Active Pokémon.

ENERGY

PokéBeach.com

Double Colorless Energy

Provides * * energy.
Doesn't count as a basic Energy card.

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ENERGY

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